AMENDMENTS TO THE CLAIMS

For the convenience of the Examiner, all claims have been presented whether or not an amendment has been made.

1.   **(Currently Amended)**   A system, comprising:

a finite state machine operating within a portable thread environment wherein a plurality of threads send PTE messages to each other while cooperatively completing a task; and

a **the** plurality of threads operable to cooperatively complete a task and configured to send event information associated with the task in PTE messages to the finite state machine, wherein the finite state machine changes a state associated with the task based on the event information.

2.   **(Previously Presented)**   The system of claim 1, wherein the event information is associated with one or more events passed to a thread and with the state associated with the task.

3.   **(Currently Amended)**   The system of claim 2, wherein the finite state machine comprises:

a message interpreter configured to accept the PTE messages; wherein the interpreter maps the messages to actions using the **a** look-up table.

4.   **(Previously Presented)**   The system of claim 3, wherein the finite state machine further comprises:

a storage device for storing the one or more actions, said actions used to generate PTE messages.

5.   **(Previously Presented)**   The system of claim 4, wherein the finite state machine further comprises:

a state changer configured to change the state associated with the task based upon event information and a previous state associated with the task.

6.   **(Previously Presented)**   A method comprising:

receiving, at a finite state machine, PTE messages sent from a plurality of threads cooperatively completing a task in a portable thread environment, wherein the messages contain event information associated with a present state associated with the task;

mapping the event information and the present state to one or more actions stored in a storage device; and

changing a state associated with the task from the present state to a second state based upon the present state and the event information.

7.   **(Previously Presented)**   The method of claim 6, wherein the task remains associated with the present state based upon the present state and the actions.

8.   **(Previously Presented)**   The method of claim 7, further comprising:

generating state machine events relating to the state associated with the task.

9.   **(Original)**   The method of claim 8, further comprising:

distributing the state machine events between one or more threads in the portable thread environment.

10.   **(Original)**   The method as in claim 9, further comprising:

distributing the state machine events between one or more threads in the portable thread environment and a second portable thread environment.

11.   **(Previously Presented)**   A system, comprising:

means for receiving, at a finite state machine, PTE messages sent from a plurality of threads cooperatively completing a task in a portable thread environment, wherein the messages contain event information associated with a present state associated with the task;

means for mapping the event information and the present state to one or more actions stored in a storage device; and

means for changing a state associated with the task from the present state to a second state based upon the present state and the event information.

12.   **(Previously Presented)**   The system of claim 11, wherein the task remains associated with the present state based upon the present state and the event information.

13.   **(Previously Presented)**   The system of claim 12, further comprising:

means for generating state machine events relating to the state associated with the task.

14.   **(Original)**   The system of claim 13, further comprising:

means for distributing the state machine events between one or more threads in the portable thread environment.

15.   **(Original)**   The system of claim 14, further comprising:

means for distributing the state machine events between one or more threads in the portable thread environment and a second portable thread environment.

16. **(Previously Presented)** A computer-readable medium having stored thereon a plurality of instructions, said plurality of instructions when executed by a computer, cause said computer to perform:

receiving, at a finite state machine, PTE messages sent from a plurality of threads cooperatively completing a task in a portable thread environment, wherein the messages contain event information associated with a present state associated with the task;

mapping the event information and the present state to one or more actions stored in a storage device; and

changing a state associated with the task from the present state to a second state based upon the present state and the event information.

17. **(Previously Presented)** The computer-readable medium of claim 16, wherein the task remains associated with the present state based upon the first state and the events.

18. **(Previously Presented)** The computer-readable medium of claim 17 having stored thereon additional instructions, said additional instructions when executed by a computer, cause said computer to further perform:

generating state machine events relating to the state associated with the task.

19. **(Original)** The computer-readable medium of claim 18 having stored thereon additional instructions, said additional instructions when executed by a computer, cause said computer to further perform:

distributing the state machine events between one or more threads in the portable thread environment.

20. **(Original)** The computer-readable medium of claim 19 having stored thereon additional instructions, said additional instructions when executed by a computer, cause said computer to further perform:

distributing the state machine events between one or more threads in the portable thread environment and a second portable thread environment.